



## **d20 Project**

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**version 1.6 – 29 October, 2013**

### Changelog:

- Adjusted Pokemon health and hit dice.

### Things to do:

- 114 Pokemon to go in the Pokedex
- Add some kind of money system
- Add weapons and item lists
- Figure out how to make simpler rules for catching wild Pokemon

# The Original Concept

This project came about after my group decided they wanted to play a Pokemon campaign. Doing some research, the only game that was fully developed was just not right for my group. There were too many rules and tables, among other things. I decided to build as simple a game from scratch that better suited my group. The original idea was that we would use these rules for Pokemon and battles and the rest of the game would use the rules from Andrew Domino's Microlite 20 Modern-Day – <http://www.dominowriting.com/games.html> – but the game has grown beyond that already, so eventually this will become a standalone game.

## Building Pokemon

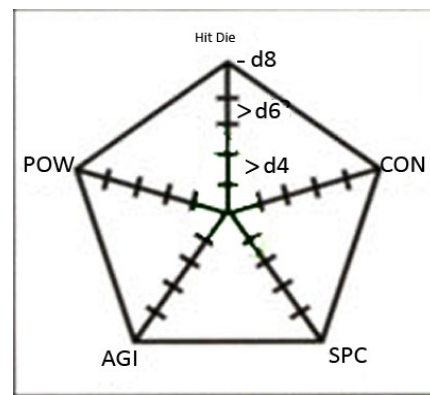
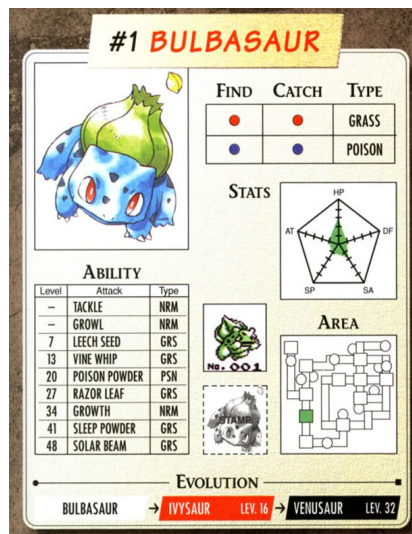
The idea here is to make converting Pokemon from the video games to paper as simple as possible.

### Attributes

Pokemon have four attributes: Power (POW), Agility (AGI), Constitution (CON), and Special (SPC). Each attribute is scaled from 1 to 5 at its base, as derived from Nintendo Power's Official Player's Guide for Pokemon Red and Blue.

Example:

Power is derived from the AT stat, Agility from SP, Special from SA, and Constitution from DF. The HP stat is a special case.



### Hit Points

Hit points for a level 1 Pokemon are determined by adding 10 to the Pokemon's hit die. The hit die for an individual Pokemon is determined by its HP stat.

Stats of 1 and 2 provide for a hit die of a d4, while 3 and 4 provide a d6, and 5 provides a d8.

## Defenses

Each Pokemon has two defenses: Armor Class (AC), and Toughness (TUFF). Armor Class determines the Pokemon's ability to dodge or deflect physical attacks while Toughness determines the Pokemon's ability to block or otherwise mitigate non-physical and elemental attacks.

Armor Class is determined by adding 10 plus the Pokemon's Power or Agility score, whichever is higher. Toughness is 10 plus the Pokemon's Constitution or Special score, again whichever is higher.

## Hatching, Catching, and Leveling Up

- When a new Pokemon hatches, add 1 to one of the Pokemon's attributes of your choice.
- When you catch a Pokemon, add 1 to an attribute in the same fashion.
- Every tenth level a Pokemon gains through experience, add 1 to one of its attributes.
- When a Pokemon levels up, add its hit die to its maximum hit points.

When a Pokemon evolves, its base attributes change. Add the difference between the “new” Pokemon's base attributes and the pre-evolution's base attributes to its current attributes to reflect this change.

# Pokemon Trainers

## Stats

### Attributes

There are three attributes for Pokemon Trainers: Power (POW), Agility (AGI), and Mind (MIND). Each trainer starts with 6 points to allocate into these three attributes with a maximum of 4 points in a single attribute at first level.

### Hit Points

A Pokemon Trainer has hit points equal to 10 plus his or her POW score plus 1d6 per level. At first level, the Trainer automatically gains the maximum result of the d6 roll.

### Defenses

The Trainer's base **Armor Class** (AC) is 10 plus the Trainer's AGI score. Armor Class is used to defend against physical melee and ranged attacks. This can be increased by purchasing armor, though most Pokemon Trainers don't go around in kevlar vests and combat gear.

A Trainer's base **Toughness** (TUFF) Defense is 10 plus the trainer's POW or MIND score, whichever is higher. Toughness is the Trainer's defense against a Pokemon's special attacks or other, such as supernatural, sources of danger.

### Skills

There are five skills:

- **Physical** (Phys): Athletics and acrobatics
- **Subterfuge** (Subt): Stealth and sleight of hand
- **Knowledge** (Know): Science and research
- **Communication** (Comm): Diplomacy and connections
- **Technology** (Tech): Using computers and building/repairing equipment

A skill check is made by rolling a d20 and adding your level, the appropriate attribute score and whatever class bonuses or situational modifiers you have.

## Specializations

Along with the five skills, a Pokemon Trainer can have three specializations that would apply when rolling certain skill checks. A specialization gives a +2 bonus to a skill check. For example, a Trainer particularly good at climbing would add 2 to his POW + Phys check. Some specializations might be:

- Physical: Climbing, Jumping
- Subterfuge: Sleight of hand, hiding
- Knowledge: Biology, tracking
- Communication: Bluffing, persuasion
- Technology: Electronics, Repair

## Trainer Classes

### Ace

The Ace trainer focuses on one Pokemon above all her others. That Pokemon gains special bonuses so long as it's the favored Pokemon on the team.

The favored Pokemon gains an extra attribute point when it is selected. Keep in mind that the attribute bonus goes away if another Pokemon is chosen as the favored Pokemon. It takes one month of training for a Pokemon the trainer owns to become her favored Pokemon.

The Ace trainer gains a +3 bonus to Comm checks.

### Abilities

Every three levels, starting at level three, the Ace trainer can choose one of the following abilities:

- **Heart:** Once per day, when your favored Pokemon faints in battle, it can be healed its hit die in hit points plus your POW score as if it were healing from exactly 0 HP. It can act normally on its next turn.
- **Underdog:** Once per day, your favored Pokemon gains your MIND score to its defenses for one turn.
- **Inner Strength:** One per day, your favored Pokemon can use a move beyond its current level. If one does not exist, a move can instead be used at maximum damage.
- **Ready:** Once per day, you can add your level to your favored Pokemon's initiative check.
- **Spirit:** Once per day, your favored Pokemon can add your POW score to its attack roll(s) for one turn.

# Handler

The Pokemon Handler gets the best of his Pokemon through breeding, knowledgeable care, and diet. A Pokemon that hatches in the care of the Handler gains an extra attribute point. When a Handler catches a Pokemon below level five, it also gains an extra attribute point. Only a Pokemon that was hatched by the Handler or caught by the Handler below level five can benefit from the Handler's abilities.

The Handler gains a +3 bonus to Know checks.

## Abilities

Every three levels, starting at level three, the Pokemon Handler can choose one of the following abilities:

- **Growth:** Add your MIND attribute to your Pokemon's level when determining whether it can evolve.
- **Fast Learner:** Your Pokemon can learn its moves levels earlier equal to your POW attribute.
- **Hardy:** Once per day, your Pokemon can negate a critical hit OR reduce damage from a normal hit equal to your MIND attribute.
- **Good Genes:** Once per day, your Pokemon can reuse an exhausted move.
- **Power:** Once per day, add your POW attribute to your Pokemon's damage roll.

# Specialist

A Specialist focuses on a specific type of Pokemon, such as water, grass, electric, etc. Specialists use their knowledge of type advantage and disadvantage to excel in battle even if their Pokemon are against types that are resistant to its moves. A Specialist chooses its preferred type at character creation. It takes one month of study to change the Specialist's type focus.

Pokemon of that type that the Specialist owns gain an extra attribute point when caught or hatched. Only Pokemon of the selected type can benefit from the Specialist's abilities.

Specialists gain a +3 bonus to Subt checks.

## Abilities

Every three levels, starting at level three, the Specialist can choose one of the following abilities:

- **Reversal:** Once per day, when your Pokemon uses the selected type of move, it can negate the target's resistance and consider it a weakness when rolling damage.
- **Focus:** Once per day, when the selected type of move is used, add your MIND to the attack roll and damage.
- **Resistant:** Once per day, you can negate your Pokemon's weakness to an incoming attack.
- **All-Out:** Once per day, your Pokemon can add its CON attribute to a damage roll.
- **Knack:** Once per day, a move of the selected type can critically hit on an attack roll of 17 – 20.

# Combat

## The Combat Turn

### Initiative

Each combatant rolls a d20 and adds his or her Agility score for initiative at the start of combat. The highest total roll goes first, then on counting downward.

You can take two actions during a combat turn: move ,attack, or use a skill. Alternately, you can take two move actions – when you does this, you cannot also use a move on the same turn.

### Movement

There are three “ranges” of movement and proximity: Close, meaning you and the target are directly adjacent; Nearby, meaning you can reach the target in one move action; and Far, which means that you can reach its target in two move actions. This simplifies the combat layout, allowing for quick set-up and movement resolution.

### Attacking

Roll 1d20 and add the appropriate bonuses:

**Melee:** POW + your level

**Ranged:** AGI + your level

A result of 20 on the die is automatically a hit, and depending on the weapon, a critical hit, causing double damage.

A result of 1 on the die is automatically a miss.

Most attacks, melee or ranged, will be against the target's **Armor Class (AC)**. A Trainer or other human attacked by a Pokemon's SPC-based move depends on the target's **Toughness (TUFF)** defense.

### Unconsciousness and Death

When a Trainer reaches 0 hit points, he or she is considered unconscious and cannot act. A trainer is dead when his or her hit points reaches a negative number equal to its maximum hit points. For example, a Trainer with 25 maximum hit points is dead if his total hit points reaches negative 25.

## Leveling Up

Instead of calculating experience points, keep track of appropriately challenging encounters. An encounter can be a Pokemon battle, or even a difficult non-combat situation such as defeating an opponent without combat or overcoming a difficult obstacle. When a Trainer levels up, he or she gains 1d6 + POW hit points.



# Pokemon Combat

## The Combat Turn

### Initiative

Each Pokemon rolls a d20 and adds its Agility score for initiative. The highest total roll goes first, then counting downward. If a Pokemon loses or gains Agility points during combat due to a move, its initiative order changes.

Pokemon can take two actions during a combat turn: move and attack using one of its moves. Alternately, a Pokemon can take two move actions – when a Pokemon does this, it cannot also use a move on the same turn.

### Movement

There are three “ranges” of movement and proximity: Close, meaning the Pokemon and the target are directly adjacent; Nearby, meaning the Pokemon can reach the target in one move action; and Far, which means that the Pokemon can reach its target in two move actions. This simplifies the combat layout, allowing for quick set-up and movement resolution.

Each of the Pokemon's moves has an effective range using the same scale: A move marked as Close (C) requires the Pokemon to be adjacent to its target; Nearby (N) within a move action; Far (F) within two move actions.

### Using Moves

If A Pokemon uses a move on its turn, it declares a target (if necessary) and makes the appropriate roll using 1d20 plus the called-for attribute score, against the target defense. Apply any aftereffects if necessary if the move is successful.

This is a legend for the moves listed in the next section. Note especially the uses section: a move can only be used so many times per day or per battle before it has exhausted the move's uses. An at-will move can be used as many times as you like in a battle, while those listed as 1/battle or 2/battle can be used only once or twice per battle, respectively. Some powerful moves are listed as 1/day, meaning it can only be used once per day before it's exhausted.

**[Move Name] ([uses])** *[Type]*  
[Range]; [Attack vs. Defense]; [damage]  
[Special notes]

For example, we will look at the stat block for Tackle, a Normal-type move.

**Tackle (at-will)** *Normal*  
C; POW vs. AC; 1d8+POW

Here, you would roll 1d20 + the attacker's Power attribute against the target's Armor Class (AC). If the attack is successful, you would roll 1d8 and add the attacker's Power Attribute to the damage.

## Critical Hits, Weakness and Resistance

When you roll a natural 20 on an move that does damage, the move critically hits. A critical hit deals double the rolled damage to the target. Some moves have a higher chance to critically hit.

According to its type, each Pokemon has weaknesses and resistances to certain types of moves. If a Pokemon is weak against a certain move, it will take double the rolled damage. Likewise, if a Pokemon is resistant to a move, it will take half the rolled damage. A critical hit will stack with a move that strong against its target; i.e., the target will take four times the damage rolled. If a move that is weak against the target critically hits, they will cancel each other out and the move will deal damage as normal.

Some Pokemon are completely immune to certain types of moves. In this case, the move will deal no damage and any aftereffects won't be applied.

## Status Ailments

Many moves apply status ailments to a Pokemon that impair their health or ability to battle. There are two types: Volatile and Non-Volatile.

Non-Volatile status ailments are those that will affect a Pokemon even after it's removed from battle, until it is healed either by an appropriate item or at a Pokemon Center.

- **Burn:** A Burned Pokemon takes 1d4 damage at the start of its turn until the burn is healed. In addition, all Power-based moves used by the Burned Pokemon deal half damage.
- **Freeze:** A Frozen Pokemon cannot move and cannot use moves. Fire-type moves that deal damage will melt a Frozen Pokemon, removing the status ailment.
- **Paralysis:** A Paralyzed Pokemon loses 25% of its initiative value (rounded down). At the start of the affected Pokemon's turn, roll a d4. On a result of 4, the Pokemon cannot use moves.
- **Poison:** A Poisoned Pokemon takes 1d4 damage at the start of its turn until the status is healed.
- **Bad Poison:** A Badly Poisoned Pokemon takes 1d4 at the start of its turn on the first turn that it is poisoned. Each subsequent turn, the minimum damage is increased by 2 – i.e., 1d4+2 on the second turn, 1d4+4 on the third turn, and so on.
- **Sleep:** A Pokemon that is made to fall Asleep cannot move or use moves until it wakes up. Sleep lasts for 1d6 rounds.

Volatile status ailments only affect a Pokemon while it is in battle. Switching Pokemon or ending the battle will end the status effect.

- **Confusion:** A Confused Pokemon will deal damage to itself 50% of the time while attempting to use a move. Roll 1d2 after declaring a move. On a result of 2, the Pokemon deals 1d10 damage to itself, even if the move otherwise deals no damage. A Pokemon is confused for 1d4 rounds.
- **Flinch:** A Pokemon that has Flinched cannot use moves on its next turn. After that turn, it is no longer flinching.

## Switching Pokemon

A Pokemon can be switched out by its trainer on that Pokemon's turn in the initiative cycle. The replacement Pokemon is sent out on the same turn but rolls a new initiative. If the replacement's initiative is higher than the previous Pokemon's, it may act immediately on this turn, but on subsequent turns it will be able to act only on its initiative. If not, it must wait until its turn comes up on the initiative cycle, as normal.

When a Pokemon faints in combat and is withdrawn, its replacement can act in the same way.

## Fainting and Death

A Pokemon can act as normal so long as it has hit points. Once the Pokemon's hit points reach 0, it will faint and be unable to act. When a Pokemon reaches 0 hit points, all of its status ailments are removed. However, a Pokemon's hit points can go below 0. A Pokemon will die if its hit points reach a negative number equal to twice its maximum hit points. For example, a Pokemon with 25 hit points will die if it has negative 50 hit points.

## Winning and Losing Trainer Battles

When a trainer's opponent has had all of their available Pokemon faint or otherwise withdrawn, then the trainer has won the battle. It is customary – though not required – for the loser to concede 10% of their money or something of equivalent value.

## Leveling Up

Instead of calculating experience points, keep track of appropriately challenging encounters. An encounter can be a Pokemon battle, or even a difficult non-combat situation such as defeating an opponent without combat or overcoming a difficult obstacle. Every five encounters, the Pokemon levels up, gaining its hit die plus its Constitution score in hit points. Be sure to add any new moves the Pokemon might have learned. If the Pokemon's level is a multiple of 10, add 1 to one of the Pokemon's attributes.

## Capturing Wild Pokemon

A trainer's ability capture wild Pokemon depend on several factors: the Pokemon's level, the amount of HP it has, whether it has any status ailments, and what kind of Pokeball the trainer is using.

A trainer's chance to catch a Pokemon starts at 0. Add the relevant information from the following tables together to determine the Pokemon's capture rate:

<b>Level:</b>	<b>Rate:</b>
1-20	+20
21-40	+10
41-60	-5
61-80	-15
81-100	-30

<b>HP:</b>	<b>Rate:</b>
100%	-15
75%	-5
50%	+5
25%	+15
Lower	+20

<b>Status:</b>	<b>Rate:</b>
Asleep	+10
Badly Poisoned	+10
Burned	+5
Confused	+5
Frozen	+15
Paralyzed	+5
Poisoned	+5

<b>Pokeball:</b>	<b>Rate:</b>
Pokeball	+5
Great Ball	+10
Ultraball	+15

Add up all the appropriate rate bonuses or negatives and roll 1d100. If the number rolled is below the total bonuses, the Pokemon is captured. If not, the Pokemon escapes. This does not “use up” the Pokeball. Instead it can be retrieved on the trainer's next turn.

## Moves List

### Absorb (2/battle)

N; SPC vs. TUFF; 1d6+SPC

The user heals 50% of damage dealt.

*Grass*

### Acid (at-will)

N; SPC vs. AC; 1d10+SPC

Affects all enemies in range; roll a d6 – on a 6, the target loses 2 AC until the end of battle.

*Poison*

### Acid Armor (at-will)

S; none; no damage

The user gains 4 AC until the end of battle.

*Poison*

### Agility (at-will)

S; none; no damage

The user gains 4 AGI until the end of battle.

*Psychic*

### Amnesia (2/battle)

S; none; no damage

The user gains 4 SPC until the end of battle.

*Psychic*

### Aurora Beam (2/battle)

F; SPC vs. AC; 1d10+SPC

Roll a d6 – on a 6, the target loses 2 POW until the end of battle.

*Ice*

### Barrage (2/battle)

N; AGI vs. AC; 1d6+POW

Roll 1d4+2 – the attack hits that many times.

*Normal*

### Barrier (at-will)

S; none; no damage

The user gains 4 AC until the end of battle.

*Psychic*

### Bide (1/battle)

S; none; no damage

The user is unable to use moves for two turns following and then returns double the damage it has taken while this move is active.

*Normal*

### Bind (2/battle)

N; POW vs. AC; 1d6+POW

Roll 1d4+1 – the move hits once each turn for that many turns. The target cannot move while Bind is active.

*Normal*

### Bite (at-will)

C; POW vs. AC; 1d0+POW

Roll a d6 – on a 6, the target Flinches.

*Normal*

### Blizzard (1/day)

F; SPC vs. TUFF; 3d6+SPC

Roll a d6 – on a 6, the target is Frozen.

*Ice*

### Body Slam (1/battle)

C; POW vs. AC; 1d12+POW

Roll a d6 – on a 5 or 6, the target is Paralyzed.

*Normal*

### Bone Club (2/battle)

C; POW vs. AC; 1d10+POW

Roll a d6 – on a 6, the target Flinches.

*Ground*

### Bonemerang (1/battle)

F; AGI vs. AC; 2d10+POW

*Ground*

### Bubble (at-will)

N; SPC vs. TUFF; 1d6+SPC

Affects adjacent enemies in range. Roll a d6 – on a 6, the target loses 2 AGI until the end of battle.

*Water*

### Bubble Beam (2/battle)

F; SPC vs. AC; 1d0+SPC

Roll a d6 – on a 6, the target loses 2 AGI until the end of battle.

*Water*

### Clamp (1/battle)

C; POW vs. AC; 1d8+POW

Roll 1d4+1 – the move hits once each turn for that many turns. The target cannot move while Bind is active.

*Water*

### Comet Punch (1/battle)

C; POW vs. AC; 1d6+POW

Roll 1d4+1 – the attack hits that many times.

*Normal*

<b>Confuse Ray (1/battle)</b> N; SPC vs. TUFF; no damage The target becomes Confused.	<i>Ghost</i>	<b>Dizzy Punch (1/battle)</b> C; POW vs. TUFF; 1d12+POW	<i>Normal</i>
<b>Confusion (at-will)</b> N; SPC vs. AC; 1d10+SPC Roll a d6 – on a 6, the target becomes Confused.	<i>Psychic</i>	<b>Double Kick (at-will)</b> C; POW vs. TUFF; 2d8+POW	<i>Fighting</i>
<b>Constrict (at-will)</b> N; POW vs. TUFF; 1d6+POW Roll a d6 – on a 6, the target loses 2 AGI until the end of battle.	<i>Normal</i>	<b>Double Team (1/battle)</b> S; none; no damage The user gains 2 AC until the end of battle.	<i>Normal</i>
<b>Conversion (at-will)</b> S; none; no damage The user changes Type to become the target's Type.	<i>Normal</i>	<b>Double-Edge (1/battle)</b> C; POW vs. AC; 3d6+POW The user takes 25% of the damage dealt to the target.	<i>Normal</i>
<b>Counter (2/battle)</b> C; POW vs. AC; <i>special</i> Always attacks second. If the last move used against the user was Normal or Fighting Type, the user attacks and deals double the damage received.	<i>Fighting</i>	<b>Double Slap (1/battle)</b> C; POW vs. AC; 1d6+POW Roll 1d4+1 – the attack hits that many times.	<i>Normal</i>
<b>Crabhammer (1/battle)</b> C; POW vs. AC; 2d8+POW Can critically hit on a roll of 17 – 20.	<i>Water</i>	<b>Dragon Rage (1/battle)</b> F; SPC vs. TUFF; <i>special</i> This move always deals 40 damage.	<i>Dragon</i>
<b>Cut (at-will)</b> N; POW vs. AC; 1d10+POW	<i>Normal</i>	<b>Dream Eater (1/battle)</b> N; SPC vs. TUFF; 2d8+SPC This move only affects targets that are Asleep. The user heals 50% of the damage done.	<i>Psychic</i>
<b>Defense Curl (at-will)</b> S; none; no damage The user gains 2 AC until the end of battle.	<i>Normal</i>	<b>Drill Peck (2/battle)</b> C; POW vs. TUFF; 1d12+POW	<i>Flying</i>
<b>Dig (1/battle)</b> C; POW vs. AC; 1d10+POW The user digs underground on the first turn and deals damage on the second turn.	<i>Ground</i>	<b>Earthquake (1/battle)</b> F; POW vs. TUFF; 2d8+POW Affects all targets within range.	<i>Ground</i>
<b>Disable (2/battle)</b> N; SPC vs. TUFF; no damage Disables the use of the target's last used move for 1d4 turns.	<i>Normal</i>	<b>Egg Bomb (1/battle)</b> F; AGI vs. AC; 2d8+POW	<i>Normal</i>
		<b>Ember (at-will)</b> N; SPC vs. TUFF; 1d10+SPC Roll a d6 – on a 6, the target is Burned.	<i>Fire</i>
		<b>Explosion (1/day)</b> N; POW vs. TUFF; 4d12+POW Affects all nearby targets. The user faints after this move is used.	<i>Normal</i>

<b>Fire Blast (1/day)</b> N; SPC vs. TUFF; 3d6+SPC Roll a d6 – on a 5 or 6, the target is Burned.	<i>Fire</i>	<b>Growl (at-will)</b> N; POW vs. TUFF; no damage Affects all nearby enemies. The target loses 2 POW until the end of battle.	<i>Normal</i>
<b>Fire Punch (1/battle)</b> C; POW vs. AC; 1d12+POW Roll a d6 – on a 6, the target is Burned.	<i>Fire</i>	<b>Growth (at-will)</b> S; none; no damage The user gains 2 SPC until the end of battle.	<i>Normal</i>
<b>Fissure (1/day)</b> N; SPC vs. TUFF; <i>special</i> Roll a d6 – on a 5 or 6, the target faints.	<i>Ground</i>	<b>Guillotine (1/day)</b> C; POW vs. AC; <i>special</i> Roll a d6 – on a 5 or 6, the target faints.	<i>Normal</i>
<b>Flamethrower (1/battle)</b> N; SPC vs. TUFF; 2d8+SPC Roll a d6 – on a 6, the target is Burned.	<i>Fire</i>	<b>Gust (at-will)</b> F; SPC vs. AC; 1d10+SPC	<i>Flying</i>
<b>Flash (2/battle)</b> N; SPC vs. TUFF; no damage The target takes a -2 penalty to all attacks until the end of battle.	<i>Normal</i>	<b>Harden (at-will)</b> S; none; no damage The user gains 2 AC until the end of battle.	<i>Normal</i>
<b>Fly (1/battle)</b> F; POW vs. AC; 1d12+POW The user flies high into the air on the first turn and deals damage on the second turn.	<i>Flying</i>	<b>Haze (at-will)</b> F; SPC vs. TUFF; no damage Resets all attribute and stat changes that have occurred since the start of battle.	<i>Ice</i>
<b>Focus Energy (at-will)</b> S; none; no damage The user can now critically hit on a roll of 18-20 on all attacks until the end of battle.	<i>Normal</i>	<b>Head Butt (1/battle)</b> C; POW vs. AC; 1d12+POW Roll a d6 – on a 5 or 6, the target Flinches.	<i>Normal</i>
<b>Fury Attack (2/battle)</b> C; POW vs. AC; 1d6+POW Roll 1d4+1 – the attack hits that many times.	<i>Normal</i>	<b>Hi-Jump Kick (2/battle)</b> N; POW vs. AC; 1d12+POW If the move misses, the user takes half of the damage that would have been dealt.	<i>Fighting</i>
<b>Fury Swipes (1/battle)</b> C; POW vs. AC; 1d6+POW Can hit up to five times – the attack ends when it misses for the first time.	<i>Normal</i>	<b>Horn Attack (at-will)</b> C; POW vs. AC; 1d10+POW	<i>Normal</i>
<b>Glare (at-will)</b> N; SPC vs. TUFF; no damage The target is Paralyzed.	<i>Normal</i>	<b>Horn Drill (1/day)</b> C; POW vs. AC; <i>special</i> Roll a d6 – on a 5 or 6, the target faints.	<i>Normal</i>
		<b>Hydro Pump (1/day)</b> N; SPC vs. AC; 3d6+SPC	<i>Water</i>

<b>Hyper Beam (1/day)</b> F; SPC vs. TUFF; 3d6+SPC The user may not use moves on its next turn.	<i>Normal</i>	<b>Leer (at-will)</b> N; SPC vs. TUFF; no damage The target loses 2 AC until the end of battle.	<i>Normal</i>
<b>Hyper Fang (1/battle)</b> C; POW vs. AC; 1d12+POW Roll a d6 – on a 6, the target Flinches.	<i>Normal</i>	<b>Lick (2/battle)</b> C; SPC vs. TUFF; 1d6+SPC Roll a d6 – on a 5 or 6, the target is Paralyzed	<i>Ghost</i>
<b>Hypnosis (2/battle)</b> N; SPC vs. TUFF; no damage Roll a d6 – on a 6, the target falls Asleep.	<i>Psychic</i>	<b>Light Screen (at-will)</b> S; none; no damage The user takes half damage from SPC-based moves for 1d4 turns.	<i>Psychic</i>
<b>Ice Beam (1/battle)</b> F; SPC vs. TUFF; 2d8+SPC Roll a d6 – on a 6, the target is Frozen.	<i>Ice</i>	<b>Lovely Kiss (1/battle)</b> N; SPC vs. TUFF; no damage The target falls Asleep.	<i>Normal</i>
<b>Ice Punch (1/battle)</b> C; POW vs. AC; 1d12+POW Roll a d6 – on a 6, the target is Frozen.	<i>Ice</i>	<b>Low Kick (2/battle)</b> C; POW vs. AC; 1d10+POW Roll a d6 – on a 5 or 6, the target Flinches.	<i>Fighting</i>
<b>Jump Kick (1/day)</b> N; POW vs. AC; 2d8+POW If the move misses, the user takes half of the damage that would have been dealt.	<i>Fighting</i>	<b>Meditate (at-will)</b> S; none; no damage The user gains 2 POW until the end of battle.	<i>Psychic</i>
<b>Karate Chop (at-will)</b> C; POW vs. AC; 1d10+POW Can critically hit on a roll of 17 – 20.	<i>Fighting</i>	<b>Mega Drain (1/battle)</b> N; SPC vs. TUFF; 1d10+SPC The user heals 50% of the damage dealt.	<i>Grass</i>
<b>Kinesis (1/battle)</b> N; SPC vs. TUFF; no damage The target takes a -2 penalty to all attacks until the end of battle.	<i>Psychic</i>	<b>Mega Kick (1/day)</b> C; POW vs. AC; 3d6+POW	<i>Normal</i>
<b>Leech Life (1/battle)</b> C; SPC vs. TUFF; 1d6+SPC The user heals 50% of the damage dealt.	<i>Bug</i>	<b>Mega Punch (2/battle)</b> C; POW vs. AC; 1d12+POW	<i>Normal</i>
<b>Leech Seed (1/battle)</b> F; SPC vs. TUFF; <i>special</i> 1d4 damage is dealt to the target at the start of its turn until the end of battle – the user heals that much health at that time.	<i>Grass</i>	<b>Metronome (1/battle)</b> <i>Special</i> – The user randomly selects a move and uses it immediately.	<i>Normal</i>
		<b>Mimic (1/battle)</b> N; SPC vs. TUFF; no damage The user selects a move known by the target and learns it for the duration of battle.	<i>Normal</i>



<b>Minimize (2/battle)</b> S; none; no damage The user gains 2 AC until the end of battle.	<i>Normal</i>	<b>Poison Powder (at-will)</b> N; SPC vs. TUFF; no damage The target is Poisoned.	<i>Poison</i>
<b>Mirror Move (2/battle)</b> S; <i>special</i> The user uses the last move used against it.	<i>Flying</i>	<b>Pound (at-will)</b> C; POW vs. AC; 1d10+POW	<i>Normal</i>
<b>Mist (at-will)</b> N; none; no damage The user and all allies in range are protected from attribute and stat changes from opponents' moves.	<i>Ice</i>	<b>Psybeam (2/battle)</b> F; SPC vs. AC; 1d10+SPC Roll a d6 – on a 6, the target is Confused.	<i>Psychic</i>
<b>Night Shade (1/battle)</b> N; SPC vs. TUFF; <i>special</i> This move deals damage equal to the user's level.	<i>Ghost</i>	<b>Psychic (1/battle)</b> N; SPC vs. TUFF; 2d8+SPC Roll a d6 – on a 5 or 6, the target loses 2 SPC until the end of battle.	<i>Psychic</i>
<b>Pay Day (2/battle)</b> N; AGI vs. AC; 1d10+POW Scatters coins on the ground equal to twice the user's level.	<i>Normal</i>	<b>Psywave (1/battle)</b> N; SPC vs. TUFF; <i>special</i> Roll a d6 – on a 1 or 2, the target takes half the user's level in damage; on a 3 or 4, the target takes the users level in damage; on a 5 or 6, the target takes 1.5 times the user's level in damage.	<i>Psychic</i>
<b>Peck (at-will)</b> C; POW vs. AC; 1d10+POW	<i>Flying</i>	<b>Quick Attack (at-will)</b> C; POW vs. AC; 1d10+POW This move always hits first, regardless of initiative.	<i>Normal</i>
<b>Petal Dance (2/battle)</b> N; SPC vs. TUFF; 1d12+SPC The user uses this move for 1d4 (minimum 2) turns and then becomes Confused.	<i>Grass</i>	<b>Rage (2/battle)</b> C; POW vs. AC; 1d6+POW The user continues to use Rage until the end of battle or the user faints. Every time the user is hit while Rage is active, its POW increases by 2.	<i>Normal</i>
<b>Pin Missile (2/battle)</b> N; SPC vs. AC; 1d6+SPC Can hit up to five times – the attack ends when it misses for the first time.	<i>Bug</i>	<b>Razor Leaf (at-will)</b> N; SPC vs. AC; 1d10+SPC Affects all enemies in range. Can critically hit on a 17 – 20.	<i>Grass</i>
<b>Poison Gas (at-will)</b> N; SPC vs. TUFF; no damage Affects all enemies in range. The target is poisoned.	<i>Poison</i>	<b>Razor Wind (1/battle)</b> N; SPC vs. TUFF; 1d12+SPC The user creates a whirlwind on the first turn and deals damage on the second turn.	<i>Normal</i>
<b>Poison Sting (at-will)</b> N; POW vs. AC; 1d6+POW Roll a d6 – on a 5 or 6, the target is Poisoned.	<i>Poison</i>		

<b>Recover (2/battle)</b> S; none; no damage The user heals 50% of its maximum health.	<i>Normal</i>	<b>Seismic Toss (2/battle)</b> C; POW vs. AC; <i>special</i> The move deals damage equal to the user's level.	<i>Fighting</i>
<b>Reflect (2/battle)</b> S; none; no damage The user takes half damage from POW-based moves for 1d4 turns.	<i>Psychic</i>	<b>Self Destruct (1/day)</b> N; POW vs. TUFF; 3d12+POW Affects all targets within range. The user faints after this move is used.	<i>Normal</i>
<b>Rest (1/battle)</b> S; none; no damage The user falls asleep and heals 50% of its maximum health. It wakes up 2 turns later.	<i>Psychic</i>	<b>Sharpen (at-will)</b> S; none; no damage The user gains 2 POW until the end of battle.	<i>Normal</i>
<b>Roar (2/battle)</b> N; SPC vs. TUFF; no damage Scares away wild Pokemon, or if used by a wild Pokemon, scares trained Pokemon, ending battle. No effect in trainer battles.	<i>Normal</i>	<b>Sing (1/battle)</b> N; SPC vs. TUFF; no damage The target falls Asleep.	<i>Normal</i>
<b>Rock Slide (1/battle)</b> N; POW vs. TUFF; 1d12+POW Affects all enemies in range.	<i>Rock</i>	<b>Skull Bash (1/battle)</b> C; POW vs. AC; 2d8+POW The user lowers its head on the first turn and deals damage on the second turn.	<i>Normal</i>
<b>Rock Throw (1/battle)</b> F; POW vs. AC; 1d10+POW	<i>Rock</i>	<b>Sky Attack (1/day)</b> C; POW vs. AC; 3d6+POW The user glows on its first turn and deals damage on the second turn.	<i>Flying</i>
<b>Rolling Kick (1/battle)</b> C; POW vs. AC; 1d10+POW Roll a d6 – on a 5 or 6, the target Flinches.	<i>Fighting</i>	<b>Slam (2/battle)</b> C; POW vs. AC; 1d12+POW	<i>Normal</i>
<b>Sand-Attack (1/battle)</b> N; SPC vs. TUFF; no damage The target takes a -2 penalty to all moves until the end of battle.	<i>Ground</i>	<b>Slash (2/battle)</b> C; POW vs. AC; 1d12+POW Can critically hit on a roll of 17 – 20.	<i>Normal</i>
<b>Scratch (at-will)</b> C; POW vs. AC; 1d10+POW	<i>Normal</i>	<b>Sleep Powder (1/battle)</b> N; SPC vs. TUFF; no damage Makes the target fall Asleep.	<i>Grass</i>
<b>Screech (at-will)</b> N; POW vs. TUFF; no damage Affects all enemies in range. The target loses 4 AC until the end of battle.	<i>Normal</i>	<b>Sludge (2/battle)</b> N; SPC vs. TUFF; 1d10+SPC Roll a d6 – on a 5 or 6, the target is Poisoned.	<i>Poison</i>
		<b>Smog (2/battle)</b> N; SPC vs. TUFF; 1d6+SPC Roll a d6 – on a 4, 5, or 6, the target is Poisoned.	<i>Poison</i>

<b>Smokescreen (2/battle)</b> N; SPC vs. TUFF; no damage The target takes a -2 penalty to all moves until the end of battle.	<i>Normal</i>	<b>Struggle (at-will)</b> C; POW vs. AC; 1d10+POW Can only be used when no other moves are useable. The user takes 50% of the damage dealt to the target.	<i>Normal</i>
<b>Softboiled (1/battle)</b> S; none; no damage The user heals 50% of its maximum health.	<i>Normal</i>	<b>Stun Spore (at-will)</b> N; SPC vs. TUFF; no damage The target is Paralyzed.	<i>Grass</i>
<b>Solar Beam (1/battle)</b> F; SPC vs. AC; 3d6+SPC The user takes in sunlight on the first turn and deals damage on the second turn.	<i>Grass</i>	<b>Submission (at-will)</b> C; POW vs. AC; 1d12+POW The user takes 25% of the damage dealt to the target.	<i>Fighting</i>
<b>Sonic Boon (2/battle)</b> N; SPC vs. TUFF; <i>special</i> This move always deals 20 damage.	<i>Normal</i>	<b>Substitute (1/battle)</b> S; none; no damage The user loses 25% of its health and creates a substitute with that much health that the enemy will attack instead.	<i>Normal</i>
<b>Spike Cannon (1/battle)</b> F; AGI vs. AC; 1d6+POW Can hit up to five times – the attack ends when it misses for the first time.	<i>Normal</i>	<b>Super Fang (1/battle)</b> C; POW vs. AC; <i>special</i> The target's current HP is cut in half.	<i>Normal</i>
<b>Splash (at-will)</b> S; none; no damage This move has no effect!	<i>Normal</i>	<b>Supersonic (2/battle)</b> N; SPC vs. TUFF; no damage The target becomes Confused.	<i>Normal</i>
<b>Spore (1/battle)</b> N; SPC vs. TUFF; no damage The target falls Asleep.	<i>Grass</i>	<b>Surf (1/battle)</b> N; SPC vs. TUFF; 2d8+SPC Affects all targets in range.	<i>Water</i>
<b>Stomp (2/battle)</b> C; POW vs. AC; 1d10+POW Roll a d6 – on a 5 or 6, the target Flinches.	<i>Normal</i>	<b>Swift (2/battle)</b> N; none; 1d10+SPC Affects all enemies in range.	<i>Normal</i>
<b>Strength (1/battle)</b> C; POW vs. AC; 1d12+POW	<i>Normal</i>	<b>Swords Dance (at-will)</b> S; none; no damage The user gains 4 POW until the end of battle.	<i>Normal</i>
<b>String Shot (at-will)</b> N; SPC vs. TUFF; no damage Affects all enemies in range. The target loses 2 AGI until the end of battle.	<i>Bug</i>	<b>Tackle (at-will)</b> C; POW vs. AC; 1d8+POW	<i>Normal</i>

<b>Tail Whip (at-will)</b> N; SPC vs. TUFF; no damage Affects all enemies in range. The target loses 2 AC until the end of battle.	<i>Normal</i>	<b>Tri Attack (1/battle)</b> N; POW vs. AC; 1d12+POW	<i>Normal</i>
<b>Take Down (2/battle)</b> C; POW vs. AC; 2d8+POW The user takes 25% of the damage dealt.	<i>Normal</i>	<b>Twineedle (2/battle)</b> N; POW vs. AC; 2d8+POW Roll a d6 – on a 5 or 6, the target is Poisoned.	<i>Bug</i>
<b>Teleport (2/battle)</b> S; none; no damage Can be used to escape wild Pokemon battles.	<i>Psychic</i>	<b>Vicegrip (at-will)</b> C; POW vs. AC; 1d12+POW	<i>Normal</i>
<b>Thrash (2/battle)</b> C; POW vs. AC; 2d8+POW The user can only use this move for the next 3 turns.	<i>Normal</i>	<b>Vine Whip (at-will)</b> N; POW vs. AC; 1d8+POW	<i>Grass</i>
<b>Thunder (1/battle)</b> N; SPC vs. TUFF; 3d6+SPC Roll a d6 – on a 6, the target is Paralyzed.	<i>Electric</i>	<b>Water Gun (at-will)</b> N; SPC vs. TUFF; 1d10+SPC	<i>Water</i>
<b>Thunder Wave (2/battle)</b> N; SPC vs. TUFF; no damage The target is Paralyzed.	<i>Electric</i>	<b>Waterfall (1/battle)</b> N; POW vs. AC; 1d12+POW	<i>Water</i>
<b>Thunderbolt (1/battle)</b> N; SPC vs. TUFF; 2d8+SPC Roll a d6 – on a 6, the target is Paralyzed.	<i>Electric</i>	<b>Whirlwind (2/battle)</b> N; SPC vs. TUFF; no damage Blows wild Pokemon away, ending battle.	<i>Normal</i>
<b>Thunder Punch (1/battle)</b> C; POW vs. AC; 1d12+POW Roll a d6 – on a 6, the target is Paralyzed.	<i>Electric</i>	<b>Wing Attack (at-will)</b> C; POW vs. AC; 1d10+POW	<i>Flying</i>
<b>Thundershock (at-will)</b> N; SPC vs. TUFF; 1d10+SPC Roll a d6 – on a 6, the target is Paralyzed.	<i>Electric</i>	<b>Withdraw (at-will)</b> S; none; no damage The user gains 2 AC until the end of battle.	<i>Normal</i>
<b>Toxic (1/battle)</b> N; SPC vs. TUFF; no damage Badly Poisons the target.	<i>Poison</i>	<b>Wrap (2/battle)</b> N; POW vs. AC; 1d6+POW Roll 1d4+1 – the move does damage once each turn for that many turns. The target cannot move or use moves while this move is active.	<i>Normal</i>
<b>Transform (1/battle)</b> S; none; no damage The user becomes the same Pokemon as its target.	<i>Normal</i>		

# The Pokedex

1		Bulbasaur			d6	Grass/Poison
POW	1		Moves			
AGI	1		Level	Name	Type	
CON	1		—	Tackle	NRM	
SPC	2		—	Growl	NRM	
			7	Leech Seed	GRS	
			13	Vine Whip	GRS	
			20	Poison Powder	PSN	
			27	Razor Leaf	GRS	
			34	Growth	NRM	
			41	Sleep Powder	GRS	
			48	Solar Beam	GRS	
Evolution						
Bulbasaur		Ivysaur Lvl. 16		Venusaur Lvl. 32		
Weak		Flying, Fire, Psychic, Ice				
Resistant		Fighting, Water, Grass, Electric				

2		Ivysaur			d6	Grass/Poison
POW	2		Moves			
AGI	2		Level	Name	Type	
CON	2		—	Tackle	NRM	
SPC	2		—	Growl	NRM	
			—	Leech Seed	GRS	
			13	Vine Whip	GRS	
			22	Poison Powder	PSN	
			30	Razor Leaf	GRS	
			38	Growth	NRM	
			46	Sleep Powder	GRS	
			54	Solar Beam	GRS	
Evolution						
Bulbasaur		Ivysaur Lvl. 16		Venusaur Lvl. 32		
Weak		Flying, Fire, Psychic, Ice				
Resistant		Fighting, Water, Grass, Electric				

3	Venusaur			d8	Grass/Poison
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POW	3		Moves		
AGI	3		Level	Name	Type
CON	3		—	Tackle	NRM
SPC	3		—	Growl	NRM
			—	Leech Seed	GRS
			—	Vine Whip	GRS
			—	Poison Powder	PSN
			—	Razor Leaf	GRS
			43	Growth	NRM
			55	Sleep Powder	GRS
			65	Solar Beam	GRS

Evolution		
Bulbasaur	Ivysaur Lvl. 16	Venusaur Lvl. 32
<b>Weak</b>	Flying, Fire, Psychic, Ice	
<b>Resistant</b>	Fighting, Water, Grass, Electric	

4	Charmander			d6	Fire
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POW	2		Moves		
AGI	2		Level	Name	Type
CON	1		—	Scratch	NRM
SPC	1		—	Growl	NRM
			9	Ember	FIR
			15	Leer	NRM
			22	Rage	NRM
			30	Slash	NRM
			38	Flamethrower	FIR
			46	Fire Spin	FIR

Evolution		
Charmander	Charmeleon Lvl. 16	Charizard Lvl. 36
<b>Weak</b>	Ground, Rock, Water	
<b>Resistant</b>	Bug, Fire, Grass, Ice	

5	Charmeleon			d6	Fire
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POW	2		Moves		
AGI	3		Level	Name	Type
CON	2		—	Scratch	NRM
SPC	2		—	Growl	NRM
			—	Ember	FIR
			15	Leer	NRM
			24	Rage	NRM
			33	Slash	NRM
			42	Flamethrower	FIR
			56	Fire Spin	FIR

Evolution		
Charmander	Charmeleon Lvl. 16	Charizard Lvl. 36

**Weak**  
**Resistant**

Ground, Rock, Water  
Bug, Fire, Grass, Ice

6	Charizard			d8	Fire/Flying
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POW	3		Moves		
AGI	3		Level	Name	Type
CON	2		—	Scratch	NRM
SPC	3		—	Growl	NRM
			—	Ember	FIR
			—	Leer	NRM
			—	Rage	NRM
			36	Slash	NRM
			46	Flamethrower	FIR
			55	Fire Spin	FIR

Evolution		
Charmander	Charmeleon Lvl. 16	Charizard Lvl. 36

**Weak**  
**Resistant**  
**Immune**

Electric, Rock, Water, Ice  
Fighting, Bug, Fire, Grass  
Ground

7		Squirtle			d6	Water
POW	1		Moves			
AGI	1		Level	Name	Type	
CON	2		—	Tackle	NRM	
SPC	1		—	Tail Whip	NRM	
			8	Bubble	WTR	
			15	Water Gun	WTR	
			22	Bite	NRM	
			28	Withdraw	NRM	
			35	Skull Bash	NRM	
			42	Hydro Pump	WTR	
Evolution						
Squirtle			Wartortle Lvl. 16		Blastoise Lvl. 36	
Weak			Grass, Electric			
Resistant			Fire, Water, Ice			

8		Wartortle			d6	Water
POW	2		Moves			
AGI	2		Level	Name	Type	
CON	3		—	Tackle	NRM	
SPC	2		—	Tail Whip	NRM	
			—	Bubble	WTR	
			15	Water Gun	WTR	
			24	Bite	NRM	
			31	Withdraw	NRM	
			39	Skull Bash	NRM	
			47	Hydro Pump	WTR	
Evolution						
Squirtle			Wartortle Lvl. 16		Blastoise Lvl. 36	
Weak			Grass, Electric			
Resistant			Fire, Water, Ice			



9		Blastoise			d8	Water
POW	3		Moves			
AGI	3		Level	Name	Type	
CON	4		—	Tackle	NRM	
SPC	3		—	Tail Whip	NRM	
			—	Bubble	WTR	
			—	Water Gun	WTR	
			24	Bite	NRM	
			31	Withdraw	NRM	
			42	Skull Bash	NRM	
			52	Hydro Pump	WTR	
Evolution						
Squirtle			Wartortle Lvl. 16		Blastoise Lvl. 36	
Weak			Grass, Electric			
Resistant			Fire, Water, Ice			

10		Caterpie			d6	Bug
POW	1		Moves			
AGI	1		Level	Name	Type	
CON	1		—	Tackle	NRM	
SPC	1		—	String Shot	BUG	
Evolution						
Caterpie		Metapod Lvl. 7		Butterfree Lvl. 10		
Weak		Flying, Rock, Fire				
Resistant		Fighting, Ground, Grass				

<b>11</b>	<b>Metapod</b>	<b>d6</b>	<i>Bug</i>
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POW	1		Moves		
AGI	1		Level	Name	Type
CON	2		–	Harden	NRM
SPC	1				

<b>Evolution</b>		
Caterpie	Metapod Lvl. 7	Butterfree Lvl. 10

<b>Weak</b>	Flying, Rock, Fire
<b>Resistant</b>	Fighting, Ground, Grass

<b>12</b>	<b>Butterfree</b>	<b>d6</b>	<i>Bug/Flying</i>
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POW	1		Moves		
AGI	3		Level	Name	Type
CON	1		12	Confusion	PSY
SPC	3		15	Poison Powder	PSN
			16	Stun Spore	GRS
			17	Sleep Powder	GRS
			21	Supersonic	NRM
			26	Whirlwind	NRM
			32	Psybeam	PSY

<b>Evolution</b>		
Caterpie	Metapod Lvl. 7	Butterfree Lvl. 10

<b>Weak</b>	Flying, Rock, Fire, Electric, Ice
<b>Resistant</b>	Fighting, Bug, Grass
<b>Immune</b>	Ground

13		Weedle			d6	Bug/Poison
POW	1		Moves			
AGI	1		Level	Name	Type	
CON	1		—	Poison Sting	PSN	
SPC	1		—	String Shot	BUG	
Evolution						
Weedle			Kakuna Lvl. 7		Beedrill Lvl. 10	
Weak			Flying, Rock, Fire, Psychic			
Resistant			Fighting, Poison, Bug, Grass			

14		Kakuna			d6	Bug/Poison
POW	1		Moves			
AGI	1		Level	Name	Type	
CON	1		—	Harden	NRM	
SPC	1					
Evolution						
Weedle			Kakuna Lvl. 7		Beedrill Lvl. 10	
Weak			Flying, Rock, Fire, Psychic			
Resistant			Fighting, Poison, Bug, Grass			

15		Beedrill			d8	Bug/Poison
POW	3		Moves			
AGI	3		Level	Name	Type	
CON	1		12	Fury Attack	NRM	
SPC	1		16	Focus Energy	NRM	
			20	Twineedle	BUG	
			25	Rage	NRM	
			30	Pin Missile	BUG	
			35	Agility	PSY	
Evolution						
Weedle		Kakuna Lvl. 7		Beedrill Lvl. 10		
Weak		Flying, Rock, Fire, Psychic				
Resistant		Fighting, Poison, Bug, Grass				

16		Pidgey			d6	Normal/Flying
POW	1		Moves			
AGI	2		Level	Name	Type	
CON	1		–	Gust	FLY	
SPC	1		5	Sand Attack	NRM	
			12	Quick Attack	NRM	
			19	Whirlwind	NRM	
			28	Wing Attack	FLY	
			36	Agility	PSY	
			44	Mirror Move	FLY	
Evolution						
Pidgey			Pidgeotto Lvl. 18		Pidgeot Lvl. 36	
Weak			Rock, Electric, Ice			
Resistant			Bug, Grass			
Immune			Ground, Ghost			

<b>17</b>	<b>Pidgeotto</b>	<b>d6</b>	<i>Normal/Flying</i>
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<b>POW</b>	2		<b>Moves</b>		
<b>AGI</b>	2		<i>Level</i>	<i>Name</i>	<i>Type</i>
<b>CON</b>	1		–	Gust	FLY
<b>SPC</b>	1		–	Sand Attack	NRM
			–	Quick Attack	NRM
			21	Whirlwind	NRM
			31	Wing Attack	FLY
			40	Agility	PSY
			49	Mirror Move	FLY

<b>Evolution</b>		
Pidgey	Pidgeotto Lvl. 18	Pidgeot Lvl. 36
<b>Weak</b>	Rock, Electric, Ice	
<b>Resistant</b>	Bug, Grass	
<b>Immune</b>	Ground, Ghost	

<b>18</b>	<b>Pidgeot</b>	<b>d8</b>	<i>Normal/Flying</i>
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<b>POW</b>	3		<b>Moves</b>		
<b>AGI</b>	3		<i>Level</i>	<i>Name</i>	<i>Type</i>
<b>CON</b>	3		–	Gust	FLY
<b>SPC</b>	2		–	Sand Attack	NRM
			–	Quick Attack	NRM
			–	Whirlwind	NRM
			–	Wing Attack	FLY
			44	Agility	PSY
			54	Mirror Move	FLY

<b>Evolution</b>		
Pidgey	Pidgeotto Lvl. 18	Pidgeot Lvl. 36
<b>Weak</b>	Rock, Electric, Ice	
<b>Resistant</b>	Bug, Grass	
<b>Immune</b>	Ground, Ghost	

19	Rattata			d6	Normal
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POW	2		Moves		
AGI	2		Level	Name	Type
CON	1		–	Tackle	NRM
SPC	1		–	Tail Whip	NRM
			7	Quick Attack	NRM
			14	Hyper Fang	NRM
			23	Focus Energy	NRM
			34	Super Fang	NRM

Evolution		
Rattata	Raticate Lvl. 20	
<b>Weak</b>	Fighting	
<b>Immune</b>	Ghost	

20	Raticate			d6	Normal
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POW	3		Moves		
AGI	3		Level	Name	Type
CON	2		–	Tackle	NRM
SPC	1		–	Tail Whip	NRM
			–	Quick Attack	NRM
			14	Hyper Fang	NRM
			27	Focus Energy	NRM
			41	Super Fang	NRM

Evolution		
Rattata	Raticate Lvl. 20	
<b>Weak</b>	Fighting	
<b>Immune</b>	Ghost	

<b>21</b>	<b>Spearow</b>	<b>d6</b>	<i>Normal/Flying</i>
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POW	1		Moves		
AGI	2		Level	Name	Type
CON	1		–	Peck	FLY
SPC	1		–	Growl	NRM
			9	Leer	NRM
			15	Fury Attack	NRM
			22	Mirror Move	FLY
			29	Drill Peck	FLY
			36	Agility	PSY

<b>Evolution</b>		
Spearow	Fearow Lvl. 20	
<b>Weak</b>	Rock, Electric, Ice	
<b>Resistant</b>	Bug, Grass	
<b>Immune</b>	Ground, Ghost	

<b>22</b>	<b>Spearow</b>	<b>d6</b>	<i>Normal/Flying</i>
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POW	3		Moves		
AGI	3		Level	Name	Type
CON	2		—	Peck	FLY
SPC	1		—	Growl	NRM
			—	Leer	NRM
			—	Fury Attack	NRM
			25	Mirror Move	FLY
			34	Drill Peck	FLY
			43	Agility	PSY

<b>Evolution</b>		
Spearow	Fearow Lvl. 20	
<b>Weak</b>	Rock, Electric, Ice	
<b>Resistant</b>	Bug, Grass	
<b>Immune</b>	Ground, Ghost	

23	Ekans			d6	Poison
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POW	2		Moves		
AGI	1		Level	Name	Type
CON	1		—	Wrap	NRM
SPC	1		—	Leer	NRM
			10	Poison Sting	PSN
			17	Bite	NRM
			24	Glare	NRM
			31	Screech	NRM
			38	Acid	PSN

Evolution		
Ekans	Arbok Lvl. 22	
<b>Weak</b>	Ground, Psychic	
<b>Resistant</b>	Fighting, Poison, Bug, Grass	

24	Arbok			d6	Poison
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POW	2		Moves		
AGI	3		Level	Name	Type
CON	2		—	Wrap	NRM
SPC	1		—	Leer	NRM
			—	Poison Sting	PSN
			17	Bite	NRM
			27	Glare	NRM
			36	Screech	NRM
			47	Acid	PSN

Evolution		
Ekans	Arbok Lvl. 22	
<b>Weak</b>	Ground, Psychic	
<b>Resistant</b>	Fighting, Poison, Bug, Grass	



25		Pikachu			d6	Electric
POW	1		Moves			
AGI	3		Level	Name	Type	
CON	1		—	Thundershock	ELC	
SPC	1		—	Growl	NRM	
			9	Thunder Wave	ELC	
			16	Quick Attack	NRM	
			26	Swift	NRM	
			33	Agility	PSY	
			43	Thunder	ELC	
Evolution						
Pikachu			Raichu Thunder Stone			
Weak			Ground			
Resistant			Flying, Electric			

26		Raichu			d6	Electric
POW	3		Moves			
AGI	3		Level	Name	Type	
CON	1		—	Thundershock	ELC	
SPC	3		—	Growl	NRM	
			—	Thunder Wave	ELC	
Evolution						
Pikachu		Raichu Thunder Stone				
Weak		Ground				
Resistant		Flying, Electric				